AUG.9.1985

DEAR DON

IT'S GOOD TO SEE THE ARCADIAN BACK IN PRINT. I HAVE NOT DONE TO MUCH WITH THE BALLY FOR THE PAST YEAR OR SO BECAUSE I BOUGHT SOME OTHER COMPUTERS AND TRIED TO LEARN HOW THEY OPERATE. BUT I MUST SAY THE BALLY IS STILL THE BEST FOR LEARNING AND OPERATIONAL EASE. THE BALLY DOES NOT HAVE HIGH RESOLUTION,FLOATING POINT MATH OR STRING HANDLING BUT THE EASE AND FEATURES FOR GRAPHICS IS STILL THE BEST SPECIALY WITH EX.BASIC.
I NOW OWN THE FOLLOWING COMPUTERS:TRS 80 MODEL II,ATARI 400,TI 99/4,COM. VIC 20,COM.64 AND 3 BALLY'S. ALSO THESE GAME SYSTEMS:ATARI 2600,5200,VECTREX,INTELLEVISION AND COLECOVISION. THE TI99/4 I HARDLY USE DITO INTELLEVISION. I GUESS YOU CAN TELL I LOVE VIDEO GAMES.
THE PRINTER I AM USING IS THE RADIO SHACK LINE PRINTER III WITH BLUE RAM INTERFACE.THE PRINTER ALSO RUNS WITH THE COMMODORE COMPUTERS WITH THE CARDCO INTERFACE. REMEMBER THE COMPUTER EAR FOR THE BALLY ? IT RUNS WITH THE COMMODORE MASHINES AND THE ATARI WITHOUT ANY MODEFICATIONS.

HAS ANYONE TRIED TO INTERFACE THE ATARI OR COMMODORE DISC DRIVES TO THE BALLY? SINCE DOS IS BUILD IN IT SHOULD BE POSIBLE TO MAKE IT WORK. ONE WAY MIGHT BE THROUGH THE 2001 BALLY CASETTE INTERFACE AND THE RS 232 ON THE COMMODORE.MIGHT BE SLOWBUT BETTER THEN TAPE FOR SURE.

I HAVE ENCLOSED 3 PROGRAMS & LIST'S THE FIRST ONE SIMULATES A BOUNCING BALL THEN USING THE SAME LOGIC CREATES DIFFERENT DISPLAYS USING LINES AND BOXES. THE SECOND ONE IS MY ALL TIME FAVORITE IT USES THE SAME LOGIC AS THE FIRST PROGRAM BUT IT USES THE SNAP & SHOW COMANDS. THE RESULT IS PATTERNS AND DESIGNS THAT ARE STUNNING. SOME TIMES I SIT FOR HOURS WATCHING THE DESIGNS DEVELOP AND CHANGE. THE THIRD IS A SHORT RND PIXEL PROGRAM.
PROGRAM #1 IS ALL BASICS (SLOW WITH BALLY BASIC) CHANGES FOR EX.BASIC ARE IN THE PROGRAM.
#2 IS EX.BASIC ONLY.
#3 IS ALL BASICS CHANGES FOR E.BASIC ARE IN THE PROGRAM.
TAPE SIDE 1 IS RECORDED IN 2000 EX.BASIC.
TAPE SIDE 2 IS RECORDED IN 300 B.BASIC
ALSO ON SIDE 2 ARE THE SAME PROGRAMS IN 2000 A.BASIC. THEY WILL LOAD LIST & RUN (EXEPT THE ONE FOR EX.BASIC ONLY) BUT IF YOU TRY TO DELETE CHANGE OR INSERT A LINE THEY WILL BOMB.I USED A MEMORY TRANSFER PROGRAM TO TRANSFER THE B.BASIC VERSION TO B.R.MEMORY THEN CHANGEING BASICS AND RETRANSFER INTO REGULAR MEMORY.
TRY THE FOLLOWING WITHOUT LINE NUMBER: A=24576:FOR B=-24576TO -22777:%(A)=%(B):A=A+1:NEXT B
TO RECALL FROM EXTERNAL MEMORY: A=24576:FOR B=-24576TO -22777:%(B)=%(A):A=A+1:NEXT B
THIS PROGRAM ALSO WORKS WITH GRAPHIC MEMORY.IN THIS CASE IT WILL TRANSFER THE SCREEN & THE PROGRAM TO THE EXTERNAL MEMORY.
AS TO QUESTIONS: HOW ABOUT A COLUM EXPLAINING ALL THE ON BOARD SUBROUTINES WITH A SHORT EXAMPLE IN BASIC,ASEMBLER OR HEX CODE?

SINCE THE BOUNCING BALL SIMULATION AND ART RUN SLOWER ON A.BASIC AND CRAWLS AT B.BASIC I ENCLOSED A LISTING OF THE MAIN PROGRAM WITH THE ROUTINES SEPERATE SO YOU CAN INSERT ONE OF THEM MAKING IT RUN FASTER. OR PUT IN YOUR OWN ROUTINE.

THANK YOU VERY MUCH